GRADIUS

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED

MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray

RESET button

OPEN button

USB connector

controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **GRADIUS V** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 Analog Controller. The following button controls are the default settings (button configuration Type A).

L2 button
L1 button

R2 button
R1 button

directional buttons

SONY

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

- Gradius V can be played with the DUALSHOCK®2 analog controller.

- When playing a one-player game, insert the controller into the PlayStation®2 controller port 1, and when playing with two players, insert controllers into the controller ports 1 and 2 on the game console.

- The game cannot be switched between analog mode and digital mode, although you can control Vic Viper with the directional button or the left analog stick.

- The Vibration Function is not used in this game.

- Changing Button Assignment -- P.09

- Multiple Control -- P.12

L1 button	Not Used	R1 button	Multiple Control
L2 button	Not Used	R2 button	Not Used
directional button	Moves Ship	□ button	Not Used
right analog stick	Not Used	△ button	Not Used
left analog stick	Moves Ship	○ button	Power Up
SELECT button	Not Used	✕ button	Shoot, Missiles
START button	Confirm, Pause		

Soft Reset: Simultaneously hold down the following buttons:
L1+L2+R1+R2+START+SELECT

STORY
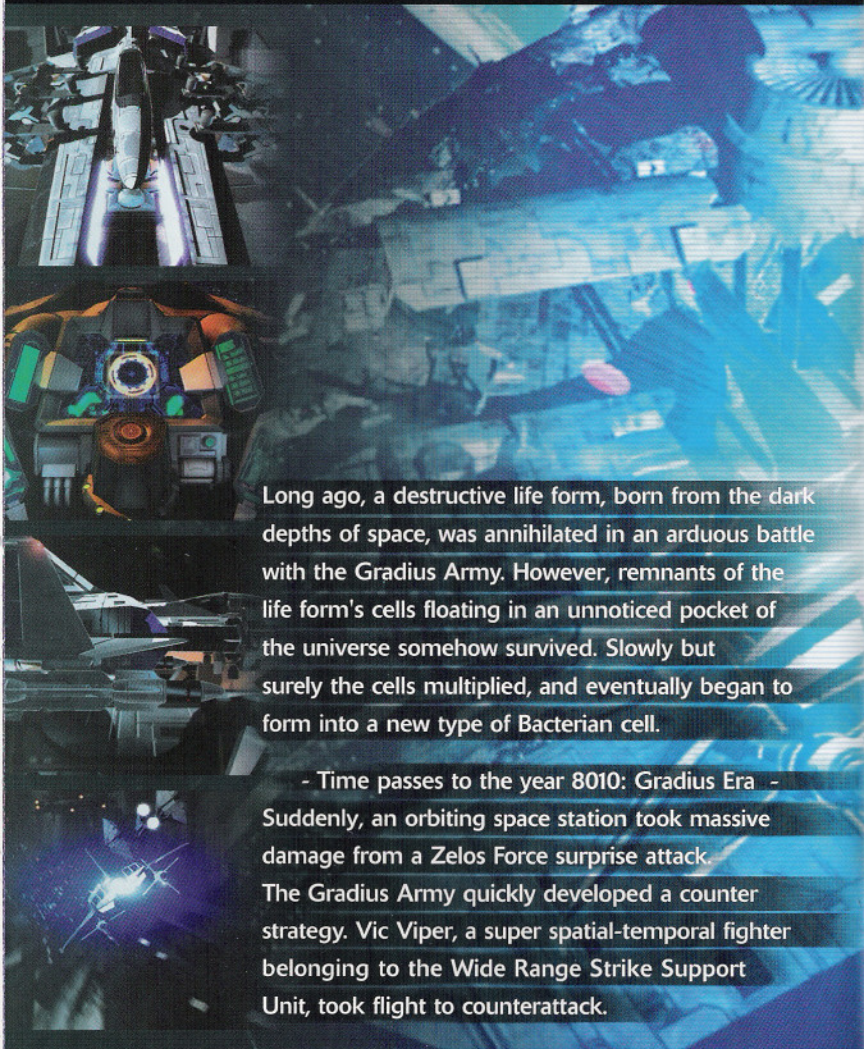
Long ago, a destructive life form, born from the dark depths of space, was annihilated in an arduous battle with the Gradius Army. However, remnants of the life form's cells floating in an unnoticed pocket of the universe somehow survived. Slowly but surely the cells multiplied, and eventually began to form into a new type of Bacterian cell.

- Time passes to the year 8010: Gradius Era -
Suddenly, an orbiting space station took massive damage from a Zelos Force surprise attack. The Gradius Army quickly developed a counter strategy. Vic Viper, a super spatial-temporal fighter belonging to the Wide Range Strike Support Unit, took flight to counterattack.
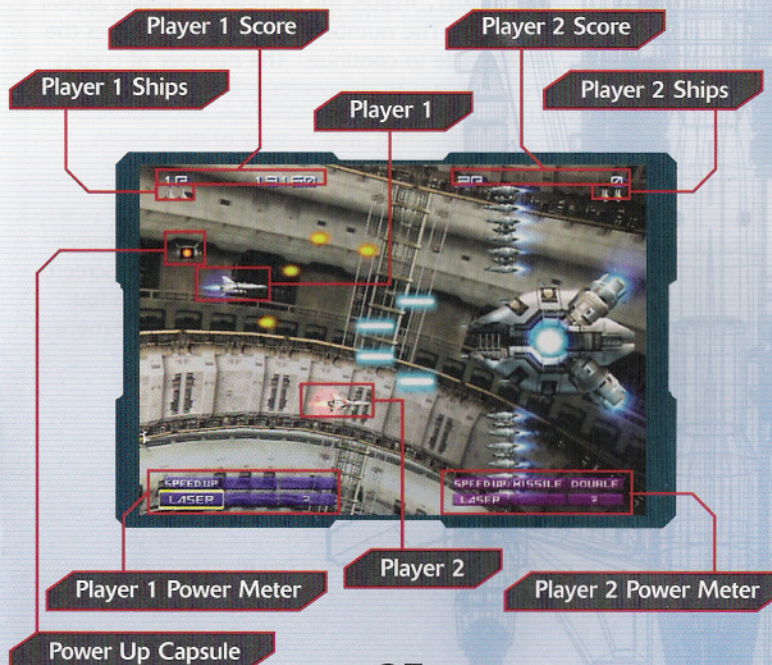
PLAYER'S RULE

OVERVIEW

Take control of the super spatial-temporal fighter, Vic Viper, defeat the boss of each area, and annihilate the Bacterion Army. When the number of ships remaining reaches zero, you are taken to the continue screen. Press the START button before the countdown ends to continue. If the countdown ends, it's Game Over.

GAME SCREEN DETAILS

⚠ This screen displays a 2P Mode screen.

Player 1 Score

Player 2 Score

Player 1 Ships

Player 1

Player 2 Ships

Player 1 Power Meter

Player 2

Player 2 Power Meter

Power Up Capsule

STARTING THE GAME

GETTING STARTED

After the Konami logo disappears, the opening demo will start. Press the START button at the "*Gradius V*" title screen, then use the directional button to select a mode and press the START or ❌ button to confirm.

STARTING THE GAME

Using a controller in controller port 1 allows you to start the game as Player 1. Using a controller in controller port 2 allows you to start the game as Player 2. Use two controllers to start in two-player mode.

* Highlighting "GAME START" makes the number of credits appear at the bottom of the screen. The number of credits determines the amount of times you are able to continue. The number of credits available will increase according to the playtime saved on the memory card (8MB) (for PlayStation®2).

SELECT WEAPON ARRAY

After beginning a game, you will move on to the "Select Weapon Array" screen. Here you are able to choose from four types of Power Ups. (See P.11 for more on Power Ups)

STAGE SELECT

This allows you to choose which stage to begin your game from. The amount of stages you are able to select increases as you clear each area and save the game data. (See P.10 for more on Save/Load Menu)

SCORE ATTACK

Allows you to play a game with specific parameters and receive a password upon completion. In order to record your score on the Internet Ranking web site, a password is displayed along with your score when the game is over. (See P.13 for more on Internet Ranking)

RANKING

Allows you to view the high scores.

CONFIG

Allows you to adjust game settings. (See P.08 for more on Game Configuration)

SAVE/LOAD

Allows you to save or load game data. (See P.10 for more on Save/Load Menu)

* At least 40 KB of free space must be available on the memory card (8MB) (for PlayStation®2) in order to save game data.

Game Configuration

CONFIGURATION

Configuration allows you to change the game settings.

SOUND

Choose between Stereo or Mono sound.

DIFFICULTY

Adjust the level of difficulty.

VERY EASY – EASY – NORMAL – HARD – VERY HARD

Easiest   Hardest

PLAYER STOCK

Choose the number of ships (1 – 5 ships) available at the beginning of the game.

EXTEND

Adjust the number of points required to get extra ships in the game.

1ST Indicates the number of points required to receive the first extra ship.

EVERY Indicates the number of points required to receive every extra ship thereafter.

NONE No extra ships awarded for points.

REVIVAL START

Toggle between ON and OFF. When ON, your ship will restart from a determined point when destroyed. When OFF, your ship will restart from where it was destroyed.

DEFAULT

Allows you to change the settings back to their original state. There is one default option for the Game Configuration and another for the Button Setting.

BUTTON SETTINGS

Allows you to change the button settings.
Choosing "ALL" sets all buttons to perform a selected function.
* This does not include L3, R3, SELECT button, or START button.

POWER UP Performs Power Up

SHOT Performs shooting and laser fire

MISSILE Fires missiles

MULTIPLE Controls Multiples

RAPID SHOT Holding down the button performs rapid shot or laser fire

RAPID MISSILE Holding down the button performs rapid missile launch

EXIT

Exits configuration mode.

SAVE/LOAD MENU

SAVING/LOADING

A memory card (8MB) (for PlayStation®2) is necessary to save or load game data. Please refer to the memory card (8MB) (for PlayStation®2) instruction manual for further details. At the Configuration screen, select "SAVE/LOAD" to advance to the Save/Load menu.

LOAD

Save game data is read from a memory card (8MB) (for PlayStation®2).

* When the main power is on, the "Gradius V" save game data on the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 will be read automatically.

SAVE

Saves back-up data on a memory card (8MB) (for PlayStation®2).

AUTO SAVE

You can enable this function when a memory card (8MB) (for PlayStation®2) with enough free space is in MEMORY CARD slot 1. When this function is enabled, the configuration data selected will be automatically saved during a game over sequence.

* At least 40 KB of free space must be available on the memory card (8MB) (for PlayStation®2) in order to save game data.

* Do not remove the memory card (8MB) (for PlayStation®2) during game play.

* Only MEMORY CARD slot 1 is used for this game.

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POWER UPS

HOW TO USE POWER UPS

Power Up capsules appear when destroying certain enemies or formations. Each time you pick up a capsule, the particular type of Power Up you receive will light up on the power meter. When the Power Up that you want to use lights up, press the Power Up button.

Power Up Capsule

Destroys all minor enemies and bullets on the screen.

WEAPON ARRAY

When starting the game, you can choose from four types of Weapon Arrays for your Power Ups.

SPEED UP	MISSILE	DOUBLE	LASER	MULTIPLE	?
SPEED UP	MISSILE	DOUBLE	LASER	FREEZE	FORCE FIELD
SPEED UP	2-WAY	TAIL GUN	LASER	DIRECTION	FORCE FIELD
SPEED UP	EAGLE WIND	TAIL GUN	LASER	SPACING	FORCE FIELD
SPEED UP	2-WAY BACK	DOUBLE	LASER	ROTATE	FORCE FIELD

⚠ If certain conditions are met, the Weapon Edit command becomes available.

WEAPON EDIT

If certain conditions are met, you will be able to access the Weapon Edit command from the "Select Weapon Array" screen. With Weapon Edit, you are able to customize your fighter by equipping it with weapons that have appeared in previous games in the Gradius series, as well as new equipment. A fighter with a combination of different equipment can be created from the "Weapon Edit" menu.

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POWER UP EXPLANATIONS

SPEED UP		SPEED UP	There are 6 different speeds (0-5). The maximum speed is 5, and when it is reached, "INIT SPEED" (Initial Speed) is displayed. If Speed is powered up again at 5, it will drop back down to 0.
MISSILE		MISSILE	Launches air-to-surface missiles to take out ground enemies.
		2-WAY MISSILE	Two missiles are launched up and down.
		EAGLE WIND	When the fighter is located in the upper half of the screen, missiles are launched upward. When in the lower half of the screen, missiles are launched downward.
		2-WAY BACK	Two missiles are launched up and down from behind.
DOUBLE		DOUBLE	Adds a gun that fires upward to the standard one.
		TAIL GUN	Adds a gun that fires from the rear to the standard one.
LASER		LASER	A piercing laser lances out.
MULTIPLE		MULTIPLE	Up to 4 clone ships (Options) shadow your ship and fire alongside you. There are four different types of Multiples: Freeze, Direction, Spacing, and Rotate.
SHIELD		FORCE FIELD	Surrounds your fighter and protects it for up to three hits.

MULTIPLE CONTROL

FREEZE	TYPE 1 FREEZE	Holding the R1 button fixes the Multiple positioning, while still leaving your fighter free to move around. Releasing the R1 button takes the Multiple out of the fixed position.
DIRECTION	TYPE 2 DIRECTION	Holding the R1 button, move the left analog stick or the directional buttons to control the direction of fire (Multiple fire only). You are unable to move the fighter while adjusting the direction.
SPACING	TYPE 3 SPACING	Multiples are positioned above and below the fighter. Pressing the R1 button expands or reduces the amount of space between the fighter and Multiples.
ROTATE	TYPE 4 ROTATE	Pressing R1 causes the Multiples to rotate around the fighter. Another R1 button press causes them to rotate in the opposite direction.

INTERNET RANKING

GRADIUS V INTERNET RANKING

When playing in Gradius V Score Attack mode, passwords are given if you fulfill certain conditions. For a limited time, you can access the Official Konami Gradius V Home Page and input a password to record your high score on the internet ranking website.

* How to Input a Password

Play in Score Attack mode, and at the Game Over screen, a password will appear.

* The internet ranking will only be available for a limited time. For detailed information on how and when passwords can be submitted, please refer to the Official Konami Gradius V Home Page.
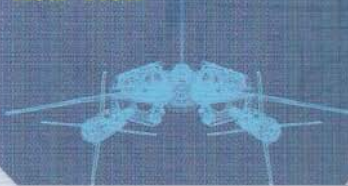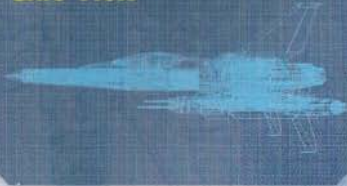
Official Konami Gradius V Home Page:
http://www.konami.com/gradius5/

Front View

Top View

VIC VIPER GRADIUS V MODEL T-301

Rear View

Side View

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Show Your Skill, Win Some Prizes

Practice in Score Attack Mode and go to the official Gradius V website and input your password. The top players will be rewarded with cool Gradius prizes, for a limited time only.

See website for official rules and details:
www.konami.com/gradius5

PASSWORDS:

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_____

_____

Suikoden IV
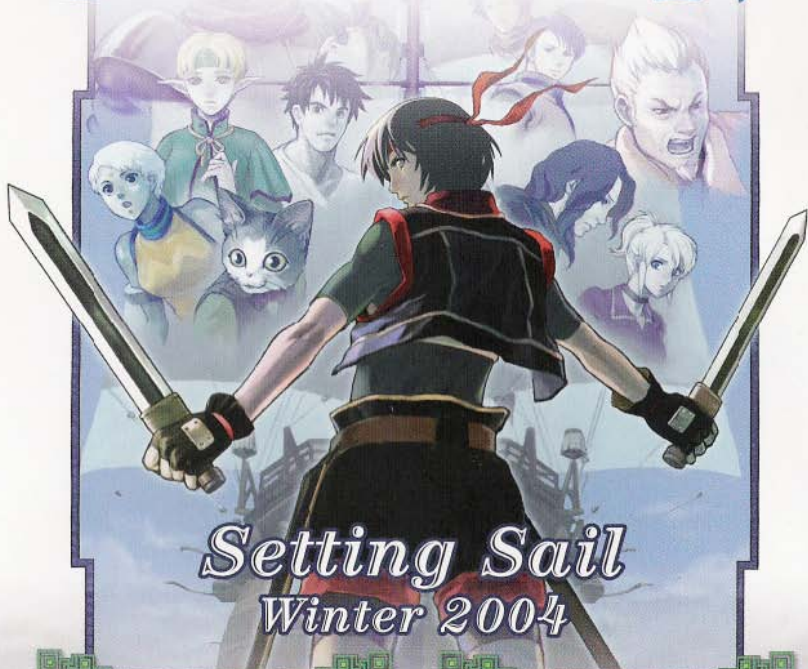
Setting Sail
Winter 2004

Snowe
Now, a representative of the
Galea Marines Academy graduates
will perform the "Kindling Ritual"!

PlayStation 2